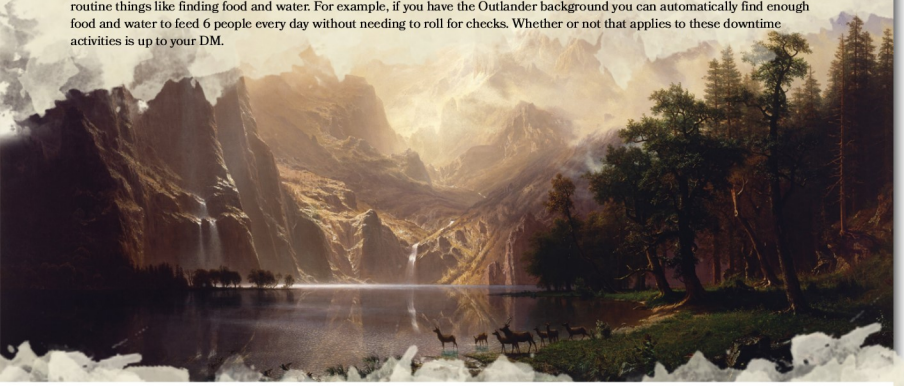
Hunting & Gathering

A Guide to These Downtime Activities Including Crafting Potions & Poisons from Materials Gathered & Selling for a Profit

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold. In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, your DM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, your DM might want to keep track of just how much time is passing as events beyond your perception stay in motion. In any case, the amount of time that passes will help determine what you have been able to accomplish during that time. A maximum of 16 hours per day can be spent on activities of your choosing. The official rules say at least 8 hours of your day must be spent on the downtime activity in order for it to count but in this situation that may or may not apply at the DMs discretion. Regardless there are little to no rules that govern a hunting and gathering activity and some rules in this article that cover crafting could be in direct opposition to the official rules depending on your viewpoint. I would suggest sitting down with your DM to read the official rules on downtime activities and compare them with this guide then decide what works for your campaign.

In between adventures, you may spend time during rest, travel, or downtime between adventures foraging for plants, animals, or minerals from which materials, meat, remedies, or toxins may be derived. There is a great deal of difference between hunting, fishing, and foraging. This article was made to be an effective guide with easy to follow rules that should help you on your path to hunting and gathering as well as some crafting with the materials you gather. There are some official rules designed to streamline routine things like finding food and water. For example, if you have the Outlander background you can automatically find enough food and water to feed 6 people every day without needing to roll for checks. Whether or not that applies to these downtime activities is up to your DM.



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Fishing

Fishing is the activity of trying to catch fish. Fish are normally caught in the wild. Techniques for catching fish include angling (fishing rod), spearing, netting, and trapping. Fishing may include the trapping and harvesting of aquatic animals other than fish, such as molluscs, cephalopods, crustaceans, and echinoderms.

Angling, Net, or Spear Fishing

You will need the gear required for the type of fishing you will be doing. You must spend at least four hours fishing. For every fours hours spent fishing you can roll to see if you got a bite. Spending time fishing doesn't always mean you can catch a fish. Check the table below to see if you got any bites and what size fish is biting.

d20	Size of Fish
01-04	No Fish
05-08	Small Fish
09-12	Medium Fish
13-16	Large Fish
17-20	Very Large Fish

If you got a bite you must roll a DC check to see if you were able to reel in the fish and catch it. The DC check is based on the size of the fish. If you have proficiency in Wisdom (Survival) or with a Fishing Rod/Net you can make this check with advantage. If you pass the DC check then the fish was caught and you can roll to see how much meat you were able to get from the fish.

Size of Fish	Base DC	Lbs of Meat
Small Fish	10	1d4
Medium Fish	15	1d6
Large Fish	20	1d8
Very Large Fish	25	1d10

Harvesting Seafood

Trapping or harvesting seafood is slightly different to fishing. It will require placing a trap of some kind. For these purposes the hunting trap in the PHB is appropriate. You can place as many traps as you like, but you cannot harvest them until 24 hours have passed. Check the table below to see if you trapped Seafood and how much meat you were able to get from it. If you have proficiency in Wisdom (Survival) you can make this check with advantage.

d20	Size of Fish	Lbs of Meat
01-04	No Seafood	---
05-08	Small Seafood	1d4
09-12	Medium Seafood	1d6
13-16	Large Seafood	1d8
17-20	Very Large Seafood	1d10

Preparing and Selling

Before your fish meat can be eaten or sold it must be properly prepared. This task is much simpler than preparing another animal. You need two lbs of fish meat in order to prepare a ration. It takes four hours of time to prepare your raw meat. You can prepare multiple rations during this time.

Selling Fish

Four pounds of fish can be sold for 5sp.

d20	Days to Find Buyer	d20	You Find a buyer offering
01-05	1	01-05	10% base price
06-10	2	06-10	25% base price
11-15	3	11-15	50% base price
16-20	4	16-20	100% base price

Optional Rules

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Hunting

Tracking

Hunting is the practice of seeking, pursuing, and capturing or killing wild animals. Hunting wildlife or feral animals is most commonly done for the gathering of raw materials and meat in order to sustain oneself or for trade. You must spend a certain amount of time in the process of tracking your prey. The amount of time will depending on the size of animal being hunted. See table below. You must have proficiency with Wisdom (Survival) or Dexterity (Stealth) in order to successfully track wild animals. With your training and experience you gain advantage on all rolls. Hunting wild animals and beasts can be a dangerous activity, again, depending on the size and/or type of animal you are stalking. Range based weapons may be considered an advantage, however, hunting can be accomplished by many means. If you have any skills, feats, proficiencies, etc to aid in the tracking or locating of animals then only half the listed time is required.

d20	You Find	Time Required
01-02	No animals	1 hour
03-05	Tiny Sized Game	1 hour
06-08	Small Sized Game	2 hours
09-11	Poisonous Game	2 hours
12-15	Medium Sized Game	3 hours
16-18	Large Sized Game	4 hours
19-20	Huge Sized Game	5 hours

Taking your Shot

Once you have tracked and found an animal you will have to capture or kill it. Alternatively, if you have tracked an animal that is too big for you to take down then you may disengage. In order to take down your prey you must pass the animals DC against your Wisdom (Survival) or Dexterity (Stealth) DC. You may roll with advantage since you could possibly get two shots off. If you pass the DC check then you have successfully captured or killed the animal. If you fail the check then the animal will escape. If you fail the DC check by 5 or more then the animal attacks you before it escapes. If the animal attacks you then you must roll the damage dice listed. See the table below for reference. If you found poisonous game then refer to the poisonous creatures paragraph later in this section.

Size	Kill DC	Capture DC	Damage
Tiny	DC 10	DC 15	---
Small	DC 15	DC 20	---
Medium	DC 20	DC 25	1d8
Large	DC 25	DC 30	2d8
Huge	DC 30	DC 35	2d10

Gathering Materials

In some instances certain exotic materials are required to craft magical items, like skin of a Yeti or the mane of a Foo Lion. Finding these materials should take place as part of the adventure during gameplay and in thematically-congruent locations. When crafting regular items, for the most part, materials needed are considered to be part of the cost of crafting the items. So it is not suggested to obtain materials like these from downtime activities.

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Harvesting and Preparing

After killing an animal, its meat and hide may be harvested. Before your meat can be eaten or sold it must be properly prepared. You need two lbs of meat in order to prepare a ration. When harvesting an animal, refer to the following list to determine how much meat is obtainable and long it will take to properly prepare it. You can prepare multiple rations during this time.

Size	Lbs of Meat	Time Required
Tiny	1d4	1 hour
Small	2d6	2 hours
Medium	4d12	4 hours
Large	6d20	8 hours
Huge	10d20	16 hours

Selling

After your meat has been properly prepared you can store it for use or sell it for profit. Animals also yield pelts and hides which can be sold. Tiny and small game produces pelts while medium to huge game will produce hides. Tailors and leather workers may want to buy pelts and hides. Inn keepers and butchers may be interested in harvested meat. Refer to the table below.

Selling Meat

Four pounds of meat can be sold for 5sp.

Selling Pelts, Furs, and Hides

d20	You Find a buyer offering
01-05	2gp
06-10	3gp
11-15	4gp
16-20	5gp

Optional Rules

d20	Days to Find Buyer	d20	You Find a buyer offering
01-05	1	01-05	10% base price
06-10	2	06-10	25% base price
11-15	3	11-15	50% base price
16-20	4	16-20	100% base price

Poisonous Creatures

There are certain creatures that produce poisons that can be used to aid you in your adventures or sold for profit. If you have tracked down a poisonous creature using the above methods then you may attempt to harvest its poison.

Identifying the Poisonous Creature

There are a few different kinds of creatures that can provide poisons of varying potencies. Refer to the following table to identify which creature you have found.

d20	You Find a	Rarity
01-08	Venomous Serpent	Common
09-14	Carrion Crawler	Uncommon
15-18	Wyvern	Rare
19-20	Purple Worm	Very Rare

Incapacitating or Killing the Poisonous Creature

Before you can extract or harvest the poison the official rules state the creature must be incapacitated or dead. In order to take down your prey you must pass the creature's DC against your Wisdom (Survival) or Dexterity (Stealth) DC. If you are proficient you may roll with advantage. If you pass the DC check then you have successfully incapacitated or killed the creature. If you fail the check then the creature will escape. If you fail the DC check by 5 or more then the creature will attack you before it escapes. Don't forget you are dealing with a poisonous creature. If the animal attacks you will be poisoned and you must make a Constitution saving throw, taking the full poison damage on a failed save, or half as much damage on a successful one.

Creature	Kill DC	Constitution Saving Throw	Poison Damage
Venomous Serpent	DC 13	DC 10	2d4
Carrion Crawler	DC 13	DC 13	1d4+2
Wyvern	DC 13	DC 15	9d6+4
Purple Worm	DC 18	DC 19	15d6+9

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Extracting the Poison

Harvesting the poison requires 1d6 minutes followed by a DC 20 Intelligence (Nature) check. Proficiency with the poisoner's kit applies to this check if your character doesn't have proficiency in Nature. On a successful check, you harvest enough poison for a single dose. On a failed check, you are unable to extract any poison. If you fail the check by 5 or more, then you are subjected to the creature's poison. It is worth noting that the effect of the poison is different than the creature's poisonous attack listed above.

Creature	Type	Poisonous Effect
Venomous Serpent	Injury	3d6 poison damage on a failed save, or half as much damage on a successful one
Carrion Crawler	Contact	The creature is poisoned and paralyzed for 1 minute.
Wyvern	Injury	7d6 poison damage on a failed save, or half as much damage on a successful one.
Purple Worm	Injury	12d6 poison damage on a failed save, or half as much damage on a successful one.

Poisons in Use

Poisons can be used in the following ways according to their type.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Selling the Poison

When selling a poison it can be hard to find a buyer. While some buyer may need such a thing for research or medicinal reasons there are also those that would use the poison for nefarious reasons. In any case there are not a lot of people looking to buy poisons and fewer still can afford them. Poisons are generally frowned upon and so one must be careful with whom you deal with. When you come into possession of a common, uncommon, rare, or very poison that you want to sell you can spend downtime searching for a buyer. This downtime activity can be performed only in a city or another location where one can find wealthy individuals interested in buying poisons. Legendary poisons can't be sold during downtime. For each dose, you will make a DC 20 Intelligence (Investigation) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the checks. On a failed check, no buyer for the item is found after a search that lasts 10 days. On a successful check, a buyer for the poison is found after a number of days based on the item's rarity, as shown in the following below.

You can attempt to find buyers for multiple magic items at once. Although this requires multiple Intelligence (Investigation) checks, the searches occurring simultaneously, and the results of multiple failures or successes aren't added together. For each item to be sold, you will roll a percentile dice and consults the following table, applying a modifier based on the item's rarity, as shown. You will also makes a Charisma (Persuasion) check and add that check's total to the roll. The subsequent total determines what a buyer offers to pay for the item. Your DM may determine a buyer's identity. Buyers sometimes procure rare and very rare items through proxies to ensure that their identities remain unknown. If the buyer is shady, it's up to your DM whether the sale creates complications for the party later (Source:XGE page 133, DMG page 130).

Poison	Base Price per Dose	Days to Find Buyer	Modifier
Serpent Venom	100gp	1d4	+10
Carrion Crawler Mucus	100gp	1d6	---
Wyvern Poison	600gp	1d8	-10
Purple Worm Poison	1000gp	1d10	-20

d20 + Mod.	You Find a...
01-05	Buyer offering 10% of the base price.
06-10	Buyer offering 25% of the base price.
11-15	Buyer offering 50% of the base price and a shady buyer offering the full base price.
16-18	Buyer offering the full base price.
19-20	A shady buyer is offering 150% of the base price, no questions asked.

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Foraging

Searching

Foraging is the act of searching for and gathering wild plants and their by-products for consumption or for ingredients to be used in crafting potions and poisons. You must have proficiency with Intelligence (Nature) or Wisdom (Survival). There are simply too many plants, and especially fungi, that have similar characteristics for anyone without proficiency to forage safely. You must spend at least 4 hours foraging to obtain enough supplies to create one full days ration or one effective dose of its medicinal or poisonous by-product. This time encompasses searching, harvesting, and safely storing the materials, as well as travel time to and from the material's location.

First roll a d20 for a percentile chance which determines what type of plants you will find. See table below. If you don't want what you find you must spend an additional 4 hours of downtime to roll again.

d20	Type Found
01-05	Inedible Food (rotten, unripe, etc..)
06-10	Editable Food
11-15	Fortifying Plants/Herbs
16-20	Poisonous Plants/Herbs

Gathering

If you have found an editable food source then you have automatically gathered one full ration. If you have found a fortifying or poisonous plant/herb then you must roll a d20 again to determine the rarity of the plant. Then you may choose the plant you want in that category. In order to collect ingredients to be used in a potion or poison you must pass the plant's DC against either your Intelligence (Nature) or Wisdom (Survival) ability check. The DC for the roll will depend on the rarity of the ingredient being foraged. There is an alternate plant DC listed in case you also have proficiency with the Herbalism Kit. If the DC check fails when attempting to collect these materials then the ingredients are destroyed while attempting to collect them.

d20	Rarity of Plant	Base DC	DC w/Herbalist Kit Proficiency
01-04	Common	DC 10	DC 5
05-08	Uncommon	DC 15	DC 10
09-12	Rare	DC 20	DC 15
13-16	Very Rare	DC 25	DC 20
17-20	Legendary	DC 30	DC 25

Buying and Selling Herbs

Plants and herbs are not finished, ready to use items. They are merely ingredients that can be used to craft potions and poisons. So their prices are not as great as a finished potion or poison. The below table shows the suggested cost to purchase a single dose of an herb of any given rarity. When selling herbs the selling price is half the buying price. The prices listed below are based on the Potion Crafting table (XGE pg 130). The buying price is what you would pay to buy the materials needed to craft the potion. The selling price is half the buying price/crafting cost.

Plant/Herb Prices

Ingredient Rarity	Buying Price	Selling Price
Common	25gp	12gp 5sp
Uncommon	100gp	50gp
Rare	1000gp	500gp
Very Rare	10000gp	5000gp
Legendary	50000gp	25000gp

Optional Rules

Rarity	Days to Find Buyer	d20	You Find a buyer offering
Common	1d4	01-04	10% base price
Uncommon	1d6	05-08	25% base price
Rare	1d8	09-12	50% base price
Very Rare	1d10	13-16	100% base price
Legendary	1d12	17-20	150% base price*

*The buyer appears to be shady

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Gatherable Plants & Fungi

Ingredients for Potions

Rarity	Plant	Base DC	DC w/Herbalist Kit Proficiency	Uses
Common	Cat's Tongue	DC 10	DC 5	Potion of Healing
Common	Crispyleaf	DC 10	DC 5	Potion of Comprehension
Common	Miskath Strand Salts	DC 10	DC 5	Soothsalts
Common	Muroosa Bush	DC 10	DC 5	Muroosa Balm
Common	Olisuba Tree Leaf	DC 10	DC 5	Olisuba Leaf Tea
Common	Slumberweed	DC 10	DC 5	Potion of Watchful Rest
Common	Theki Marsh Root	DC 10	DC 5	Theki Root
Common	Wandering George	DC 10	DC 5	Potion of Climbing
Common	Willowshade Plant Fruit	DC 10	DC 5	Willowshade Oil
Uncommon	Ashblossom	DC 15	DC 10	Potion of Resistance (Fire)
Uncommon	Bittersweet	DC 15	DC 10	Potion of Resistance Acid
Uncommon	Blightshore Fungus	DC 15	DC 10	Blight Ichor Potion
Uncommon	Burstblade Clove	DC 15	DC 10	Potion of Resistance Radiant
Uncommon	Dappy Sap	DC 15	DC 10	Philter of Love
Uncommon	Death's Head Willow	DC 15	DC 10	Black Sap
Uncommon	Dragon's Fork	DC 15	DC 10	Potion of Fire Breath
Uncommon	Elven Willow	DC 15	DC 10	Potion of Resistance Thunder
Uncommon	Forest Amity	DC 15	DC 10	Potion of Animal Friendship
Uncommon	Gillyweed	DC 15	DC 10	Potion of Water Breathing
Uncommon	Hells Toll	DC 15	DC 10	Potion of Resistance Necrotic
Uncommon	Hightop Bloom	DC 15	DC 10	Potion of Hill Giant Strength
Uncommon	Impetus Grass	DC 15	DC 10	Potion of Resistance Force
Uncommon	Masters Throot	DC 15	DC 10	Potion of Resistance Lightning
Uncommon	Meadow Giant	DC 15	DC 10	Potion of Greater Healing
Uncommon	Pale Cap	DC 15	DC 10	Potion of Resistance Poison
Uncommon	Pentacle Sage	DC 15	DC 10	Potion of Resistance Psychic
Uncommon	Sky Lotus	DC 15	DC 10	Bottled Breath
Uncommon	Slickers Hemlock	DC 15	DC 10	Oil of Slipperiness
Uncommon	Snow Hops	DC 15	DC 10	Potion of Resistance (cold)
Uncommon	Swelling Vine	DC 15	DC 10	Potion of Growth
Rare	Adamant Algae	DC 20	DC 15	Potion of Superior Healing
Rare	Aegis Bulb	DC 20	DC 15	Elixer of Health
Rare	Darkberry	DC 20	DC 15	Potion of Maximum Power
Rare	Demons Smock	DC 20	DC 15	Potion of Fire Giant Strength
Rare	Fog Plum	DC 20	DC 15	Potion of Gaseous Form
Rare	Frost Lichen	DC 20	DC 15	Potion of Frost Giant Strength
Rare	Ghost Blossom	DC 20	DC 15	Oil of Etherealness
Rare	Ironberry	DC 20	DC 15	Potion of Invulnerability

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Ingredients for Potions cont.

Rarity	Plant	Base DC	DC w/Herbalist Kit Proficiency	Uses
Rare	Obaddis Leaf	DC 20	DC 15	Potion of Mind Control (beast)
Rare	Stoneshrooms	DC 20	DC 15	Potion of Stone Giant Strength
Rare	Suchiru Sakura	DC 20	DC 15	Potion of Heroism
Rare	Vibe Mint	DC 20	DC 15	Potion of Clairvoyance
Rare	Withering Weed	DC 20	DC 15	Potion of Diminution
Rare	Xentik Creeper	DC 20	DC 15	Potion of Mind Reading
Very Rare	Blood Root	DC 25	DC 20	Potion of Vitality
Very Rare	Fairy Stool	DC 25	DC 20	Potion of Invisibility
Very Rare	Feathered Foil	DC 25	DC 20	Potion of Flying
Very Rare	Hawthorn	DC 25	DC 20	Oil of Sharpness
Very Rare	Mercurius Flower	DC 25	DC 20	Potion of Speed
Very Rare	Moon Nettle	DC 25	DC 20	Potion of Cloud Giant Strength
Very Rare	Mother's Milk	DC 25	DC 20	Potion of Longevity
Very Rare	Musk Muddle	DC 25	DC 20	Potion of Supreme Healing
Very Rare	Nararoot	DC 25	DC 20	Potion of Mind Control (monster)
Very Rare	Voidroot	DC 25	DC 20	Potion of Possibility
Legendary	Jupiter Fir	DC 30	DC 25	Potion of Storm Giant Strength
Legendary	Trueroot	DC 30	DC 25	Potion of Giant Size

Ingredients for Poisons

Rarity	Plant	Base DC	DC w/Herbalist Kit Proficiency	Uses
Common	Barrelstalk	DC 10	DC 5	Basic Poison
Common	Bloodweed	DC 10	DC 5	Assassin's Blood Poison
Common	Demon's Tongue	DC 10	DC 5	Truth Serum Poison
Uncommon	Brightflare	DC 15	DC 10	Poison of Malice
Uncommon	Goblinberry Bush	DC 15	DC 10	Potion of Poison
Uncommon	Laxblossom	DC 15	DC 10	Essence of Ether
Uncommon	Nightmare Root	DC 15	DC 10	Poison of Drow
Uncommon	Veinrot	DC 15	DC 10	Pale Tincture
Rare	Black Ivy	DC 20	DC 15	Burnt Othur Fumes
Rare	Lowland Bloom	DC 20	DC 15	Poison of Torpor
Rare	Neverbloom	DC 20	DC 15	Oil of Taggit

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Crafting Poitions and Poisons

Herbalist can gather plants for use in these items but is limited in the types of items they can craft. Alchemist can craft more advanced magical potions but typically rely on an herbalist to gather the needed plants and herbs. You might think that an alchemist would be proficient with crafting poisons as well but given their insidious and deadly nature and that poisons are illegal in most societies, most alchemist don't delve into the research. Creating poisons is an entirely different specialization called Toxicology.

Recipes

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips. Your DM may have your Herbalist, Alchemist, and Toxicologist make their creations from recipes they know, learn, and find. Each will have a toolkit with the necessary equipment needed to create these recipes. Proficiency with the appropriate toolkit is required. You only need purchase or gather the required materials. The cost of a recipe would cover parchment, ink, and so on. Any mundane ingredients and equipment are assumed to be included with the appropriate toolkit.

When you begin your research, your DM may determine whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). Your DM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available. For each day of research, you must spend 1 gp to cover your expenses. This cost is in addition to your normal lifestyle expenses. When you come across a new recipe, you add it to your recipes known. The Learning Recipes Table below has some suggested time frames for researching and learning new recipes.

Recipe Level	Time	Cost
Common	1 workday	1gp
Uncommon	5 workdays	5gp
Rare	10 workdays	10gp
Very Rare	30 workdays	30gp

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Crafting Cost and Time

In addition to the appropriate tools for the item to be crafted, you will need raw materials worth half of the items selling cost (XGE pg128). As you know the selling cost is half of the buying cost. The official rules just allow you to purchase those materials and proceed to craft your potion or other magical item. If you have a ton of money then go for it but if you are reading this guide then you are interested in a more in depth crafting system. This is where you can apply the plants and herbs you found to the crafting rules. Just for reference I have put the official crafting table bellow (XGE). Since one dose of the plant/herb is worth half of the potion's selling cost then you won't need to spend any gold to create your potions. They will still require time to craft as listed on the table below.

Potion Creation

Potion Rarity	Time*	Cost**
Common	1 Day	25gp
Uncommon	1 Workweek	100gp
Rare	3 Workweeks	1000gp
Very Rare	4 Workweeks	10000gp
Legendary	5 Workweeks	50000gp

* Time is based on workweeks at 8 hours a day. If your character is obsessed with crafting the potion then they may spend up to 16 hours a day of downtime on this activity. This would cut the crafting time in half.

** As noted in the above paragraph you would not incur these costs if you spend the time to locate the materials instead of purchasing them.

Workspace

Once you have the ingredients and recipes that are needed you are ready to create you potion or poison. You will need a stable surface to work on where your work won't be disturbed be that a table in your lab in your home, the floor of your room in an inn, or a tree stump in the woods. Keep in mind that the more complex a potion is, the longer it will need to brew. Preparation may take several hours but brewing could take days or weeks to complete. Most potions take at least 8 hours to put together and the remaining time the potion must brew, age, or cure. Often this can be done be simply keeping the potion bottled for the remaining time needed allowing you to continue your adventures with the potion safely stowed away in your kit, though in some cases your DM may require the potion to have to sit in a safe location for the remainder of the brewing process such as a lab.

Selling Crafted Potions

Selling a magical potion is no easy task. Con artists and thieves are always on the lookout for an easy score, and there's no guarantee that your character will receive a good offer even if a legitimate buyer is found.

The main risk in selling a magical potion lies in attracting thieves and anyone else who wants the potion but doesn't want to pay for it. Other folk might try to undermine a deal in order to bolster their own business or seek to discredit you as a legitimate seller.

Selling Crafted Poisons

When selling a poison it can be hard to find a buyer. While some buyer may need such a thing for research or medicinal reasons there are also those that would use the poison for nefarious reasons. In any case there are not a lot of people looking to buy poisons and fewer still can afford them. Poisons are generally frowned upon and so one must be careful with whom you deal with. For each dose, you will make a DC 20 Intelligence (Investigation) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the checks. On a failed check, no buyer for the item is found after a search that lasts 10 days. On a successful check, a buyer for the poison is found after a number of days based on the item's rarity, as shown in the following below.

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Finding a Buyer

You can attempt to find buyers for multiple magic items at once. Although this requires multiple Intelligence (Investigation) checks, the searches occurring simultaneously, and the results of multiple failures or successes aren't added together. For each item to be sold, you will roll a percentile dice and consults the following table, applying a modifier based on the item's rarity, as shown. You will also makes a Charisma (Persuasion) check and adds that check's total to the roll. The subsequent total determines what a buyer offers to pay for the item. Your DM may determine a buyer's identity. Buyers sometimes procure rare and very rare items through proxies to ensure that their identities remain unknown. If the buyer is shady, it's up to your DM whether the sale creates complications for the party later (Source:XGE page 133, DMG page 130).

Potion/Poison Rarity	Base Price per Dose	Days to Find Buyer	Modifier
Common	50gp	1d4	+10
Uncommon	200gp	1d6	---
Rare	2000gp	1d8	-10
Very Rare	20000gp	1d10	-20
Legendary	100000gp	1d12	-30

d20 + Mod.	You Find a...
01-05	Buyer offering 10% of the base price.
06-10	Buyer offering 25% of the base price.
11-15	Buyer offering 50% of the base price and a shady buyer offering the full base price.
16-18	Buyer offering the full base price.
19-20	A shady buyer is offering 150% of the base price, no questions asked.

Optional Rules

Complications. Every workweek spent trying to sell an item brings a 10 percent chance of a complication, some examples of which are on the Magic Item Sale Complications table. Your DM might want to create complications that are more specific to your campaign.

1d6	You Find a...
01	Your enemy secretly arranges to buy the item to use it against you.*
02	A thieves' guild, alerted to the sale, attempts to steal your item.*
03	A foe circulates rumors that your item is a fake.*
04	A sorcerer claims your item as a birthright and demands you hand it over.
05	Your item's previous owner, or surviving allies of the owner, vow to retake the item by force.
06	The buyer is murdered before the sale is finalized.*

*Might involve a rival

Alchemical Recipes

To create any of the following items, an alchemist kit must be used. Proficiency in the alchemist kit is required and allows you to add your proficiency bonus to checks to their creation.

Common

Potion of Climbing

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors. (Source: DMG, page 187.)

Main Ingredient: Wandering George

Potion of Comprehension

When you drink this potion, you gain the effect of a comprehend languages spell for 1 hour. This liquid is a clear concoction with bits of salt and soot swirling in it. (Source: WDMM, page 62)

Main Ingredient: Crispyleaf

Potion of Watchful Rest

When you drink this potion, you gain the following benefits for the next 8 hours: magic can't put you to sleep, and you can remain awake during a long rest and still gain its benefits. This sweet, amber-colored brew has no effect on creatures that don't require sleep, such as elves. (Source: WDMM, page 62)

Main Ingredient: Slumberweed

Uncommon

Bottled Breath

This bottle of potion contains a breath of elemental air. When you inhale it, you either exhale it or hold it. If you exhale the breath, you gain the effect of the gust of wind spell. If you hold the breath, you don't need to breathe for 1 hour, though you can end this benefit early (for example, to speak). Ending it early doesn't give you the benefit of exhaling the breath. (Source: PotA, page 222)

Main Ingredient: Sky Lotus

Oil of Slipperiness

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the grease spell in that area for 8 hours. (Source: DMG, page 184)

Main Ingredient: Slickers Hemlock

Philter of Love

The next time you see a creature within 10 minutes after drinking this philter (potion), you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart. (Source: DMG, page 184)

Main Ingredient: Dappy Sap

Potion of Acid Resistance

When you drink this potion, you gain resistance to acid damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Bittersweet

Potion of Animal Friendship

When you drink this potion, you can cast the animal friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair. (Source: DMG, page 187)

Main Ingredient: Forest Amity

Potion of Cold Resistance

When you drink this potion, you gain resistance to cold damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Snow Hops

Potion of Fire Breath

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed. This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened. (Source: DMG, page 187)

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Main Ingredient: Dragon's Fork

Potion of Fire Resistance

When you drink this potion, you gain resistance to fire damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Ashblossom

Potion of Force Resistance

When you drink this potion, you gain resistance to force damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Impetus Grass

Potion of Growth

When you drink this potion, you gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process. (Source: DMG, page 187)

Main Ingredient: Swelling Vine

Potion of Hill Giant Strength

When you drink this potion, your Strength score changes to 21 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a hill giant. (Source: DMG, page 187)

Main Ingredient: Hightop Bloom

Potion of Lightning Resistance

When you drink this potion, you gain resistance to lightning damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Masters Throot

Potion of Necrotic Resistance

When you drink this potion, you gain resistance to necrotic damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Hells Toll

Potion of Poison Resistance

When you drink this potion, you gain resistance to poison damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Pale Cap

Potion of Psychic Resistance

When you drink this potion, you gain resistance to psychic damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Pentacle Sage

Potion of Radiant Resistance

When you drink this potion, you gain resistance to radiant damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Burstblade Clove

Potion of Thunder Resistance

When you drink this potion, you gain resistance to thunder damage for 1 hour. (Source: DMG, page 188)

Main Ingredient: Elven Willow

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Potion of Water Breathing

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it. (Source: DMG, page 188)

Main Ingredient: Gillyweed

Rare

Oil of Etherealness

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the etherealness spell for 1 hour. (Source: DMG, page 183)

Main Ingredient: Ghost Blossom

Potion of Clairvoyance

When you drink this potion, you gain the effect of the clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened. (Source: DMG, page 187)

Main Ingredient: Vibe Mint

Potion of Diminution

When you drink this potion, you gain the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process. (Source: DMG, page 187)

Main Ingredient: Withering Weed

Potion of Fire Giant Strength

When you drink this potion, your Strength score changes to 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a fire giant. (Source: DMG, page 187)

Main Ingredient: Demons Smock

Potion of Frost Giant Strength

When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a frost giant. (Source: DMG, page 187)

Main Ingredient: Frost Lichen

Potion of Gaseous Form

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water. (Source: DMG, page 187)

Main Ingredient: Fog Plum

Potion of Heroism

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the bless spell (no concentration required). This blue potion bubbles and steams as if boiling. (Source: DMG, page 188)

Main Ingredient: Suchiru Sakura

Potion of Invulnerability

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquefied iron. (Source: DMG, page 188)

Main Ingredient: Ironberry

Potion of Maximum Power

The first time you cast a damage-dealing spell of 4th level or lower within 1 minute after drinking the potion, instead of rolling dice to determine the damage dealt, you can instead use the highest number possible for each die. This glowing purple liquid smells of sugar and plum, but it has a muddy taste. (Source: EGW, page 268)

Main Ingredient: Darkberry

Potion of Mind Control (beast)

When you drink a potion of mind control, you can cast a dominate spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted. A potion of mind control produces the effect of a dominate beast spell. If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time. (Source: TftYP, page 229)

Main Ingredient: Obaddis Leaf

Potion of Mind Control (humanoid)

When you drink a potion of mind control, you can cast a dominate spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted. A potion of mind control produces the effect of a dominate person spell. If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time. (Source: TftYP, page 229)

Main Ingredient: Lusiri Blossom

Potion of Mind Reading

When you drink this potion, you gain the effect of the detect thoughts spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink. (Source: DMG, page 188)

Main Ingredient: Xentik Creeper

Potion of Stone Giant Strength

When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a stone giant. (Source: DMG, page 187)

Main Ingredient: Stoneshrooms

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Very Rare

Oil of Sharpness

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls. (Source: DMG, page 184)

Main Ingredient: Hawthorn

Potion of Cloud Giant Strength

When you drink this potion, your Strength score changes to 27 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a cloud giant. (Source: DMG, page 187)

Main Ingredient: Moon Nettle

Potion of Flying

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it. (Source: DMG, page 187)

Main Ingredient: Feathered Foil

Potion of Invisibility

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell. (Source: DMG, page 188)

Main Ingredient: Fairy Stool

Potion of Longevity

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a potion of longevity, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened. (Source: DMG, page 188)

Main Ingredient: Mother's Milk

Potion of Mind Control (monster)

When you drink a potion of mind control, you can cast a dominate spell (save DC 15) on a specific creature if you do so before the end of your next turn. If you don't, the potion is wasted. A potion of mind control produces the effect of a dominate monster spell. If the target's initial saving throw fails, the effect lasts for 1 hour, with no concentration required on your part. The charmed creature has disadvantage on new saving throws to break the effect during this time. (Source: TftYP, page 229)

Main Ingredient: Nararoot

Potion of Possibility

When you drink this clear potion, you gain two Fragments of Possibility, each of which looks like a Tiny, grayish bead of energy that follows you around, staying within 1 foot of you at all times. Each fragment lasts for 8 hours or until used. When you make an attack roll, an ability check, or a saving throw, you can expend your fragment to roll an additional d20 and choose which of the d20s to use. Alternatively, when an attack roll is made against you, you can expend your fragment to roll a d20 and choose which of the d20s to use, the one you rolled or the one the attacker rolled. If the original d20 roll has advantage or disadvantage, you roll your d20 after advantage or disadvantage has been applied to the original roll. While you have one or more Fragments of Possibility from this potion, you can't gain another Fragment of Possibility from any source. (Source: EGW, page 268)

Main Ingredient: Voidroot

Potion of Speed

When you drink this potion, you gain the effect of the haste spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirl on its own. (Source: DMG, page 188)

Main Ingredient: Mercurius Flower

Legendary

Potion of Giant Size

When you drink this potion, you become Huge for 24 hours if you are Medium or smaller, otherwise the potion does nothing. For that duration, your Strength becomes 25, if it isn't already higher, and your hit point maximum is doubled (your current hit points are doubled when you drink the potion). In addition, the reach of your melee attacks increases by 5 feet. Everything you are carrying and wearing also increases in size for the duration. When rolling damage for weapons enlarged in this manner, roll three times the normal number of dice; for example, an enlarged longsword would deal 3d8 slashing damage (instead of 1d8), or 3d10 slashing damage (instead of 1d10) when used with two hands. When the effect ends, any hit points you have above your hit point maximum become temporary hit points. This potion is a pale white liquid made from the tongue of a giant clam, with a pungent aroma akin to that of rotting algae. It tastes sweet, however, when consumed. (Source: SKT, page 236)

Main Ingredient: Trueroot

Potion of Storm Giant Strength

When you drink this potion, your Strength score changes to 29 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a storm giant. (Source: DMG, page 187)

Main Ingredient: Jupiter Fir

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Herbalism Recipes

To create any of the following items, an herbalism kit must be used. Proficiency in the herbalism kit is required and allows you to add your proficiency bonus to checks to their creation.

Common

Blight Ichor Potion

This bitter chartreuse concoction is distilled from a fungus native to the Blightshore badlands. The sickly green liqueur harbors potent psychedelic properties. Provided it is neither a construct nor undead, a creature subjected to a dose of Blight Ichor gains advantage on Intelligence and Wisdom checks, as well as vulnerability to psychic damage, for 1 hour. For each dose of blight ichor consumed, the creature must succeed on a DC 15 Constitution saving throw or become poisoned for 1d6 hours and suffer the effects of a confusion spell for 1 minute. An undead creature subjected to a dose of blight ichor gains advantage on all Dexterity checks and is immune to the frightened condition for 1 hour. (Source: EGW, page 152) (200gp)

Main Ingredient: Blightshore Fungus

Muroosa Balm

This paste made from the Muroosa bush is known to help prevent sunburn, but it is also a fire retardant. After spending 1 minute applying a quarter pint of Muroosa Balm to your skin, you gain resistance against fire damage for 1 hour. A dose of muroosa balm sufficient for treating sunburn costs 1 gp. (Source: EGW, page 70) (100gp)

Main Ingredient: Muroosa Bush Paste

Olisuba Leaf Tea

These dried leaves of the Olisuba tree, when steeped to make a tea, can help a body recover from strenuous activity. It does not require a recipe. If you drink a dose of Olisuba tea during a long rest, your exhaustion level is reduced by 2 instead of 1 at the end of that long rest. (Source: EGW, page 70) (50gp)

Main Ingredient: Olisuba Tree Leaf

Soothsalts

Soothsalts are derived from a naturally occurring crystalline substance discovered throughout the wilds of the Miskath Strand. The crimson crystals have been mined from cavernous veins like those in the mouth of the Miskath Pit and found within smaller geode formations near sites ravaged by the Calamity. It does not require a recipe. Soothsalts are consumed orally in lozenge-sized doses, and frequent users can be identified by the telltale crimson stain around their mouths. A creature subjected to a dose of soothsalts gains advantage on all Intelligence checks for 1d4 hours. For each dose of soothsalts consumed, the creature must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion—an effect which is cumulative with multiple doses. (Source: EGW, page 152) (150gp)

Main Ingredient: Miskath Strand Salts

Theki Root

This thick marsh root tastes bitter but is thought to aid digestive health. It does not require a recipe. When you use an action to consume a dose, you gain advantage on saving throws against the effects of poisonous or toxic substances for 8 hours. (Source: EGW, page 70) (3gp)

Main Ingredient: Theki Marsh Root

Willowshade Oil

A dark blue oil can be extracted from the rare fruit of the Willowshade plant. It does not require a recipe. A creature can use its action to apply the oil to another creature that has been petrified for less than 1 minute, causing the petrified condition on that creature to end at the start of what would be that creature's next turn. (Source: EGW, page 70) (30gp)

Main Ingredient: Willowshade Plant Fruit

Potion of Healing

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated. (Source: DMG, page 187) (50gp)

Main Ingredient: Cat's Tongue

Uncommon

Black Sap

This tarry substance harvested from the dark boughs of the Death's Head willow is a powerful intoxicant. It does not require a recipe. It can be smoked as a concentrate or injected directly into the bloodstream. A creature subjected to a dose of Black Sap cannot be charmed or frightened for 1d6 hours. For each dose of black sap consumed, a creature must succeed on a DC 15 Constitution saving throw or become poisoned for 2d4 hours—an effect that is cumulative with multiple doses. (Source: EGW, page 152) (300gp)

Main Ingredient: Death's Head Willow

Potion of Greater Healing

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated. (Source: DMG, page 187)

Main Ingredient: Meadow Giant

Rare

Elixir of Health

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it. (Source: DMG, page 168)

Main Ingredient: Aegis Bulb

Potion of Superior Healing

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated. (Source: DMG, page 187)

Main Ingredient: Adamant Algae

Very Rare

Potion of Supreme Healing

You regain 10d4 + 20 hit points when you drink this potion. The potion's red liquid glimmers when agitated. (Source: DMG, page 187)

Main Ingredient: Musk Muddle

Potion of Vitality

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat. (Source: DMG, page 188)

Main Ingredient: Blood Root

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Toxicology Recipes

To create any of the following items, an poisoners kit must be used. Proficiency in the poisoners kit is required and allows you to add your proficiency bonus to checks to their creation. Some poisons have special methods required to deliver the dose effectively. Most of these poisons do not officially have rarities but a rarity has been assigned to them based on their costs for the purposes of this guide. Poisons come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You might decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Common

Basic Poison

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying. (Source: PHB, page 153)(100gp)

Main Ingredient: Barrelstalk

Assassin's Blood - Ingested

A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned. (Source: DMG, page 258)(150gp)

Main Ingredient: Bloodweed

Truth Serum - Ingested

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell. (Source: DMG, page 258)(150gp)

Main Ingredient: Demon's Tongue

Uncommon

Drow Poison - Injury

This poison is typically made only by the drow, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. (Source: DMG, page 258)(200gp)

Main Ingredient: Nightmare Root

Essence of Ether - Inhaled

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake. (Source: DMG, page 258)(300gp)

Main Ingredient: Laxblossom

Poison of Malice - Inhaled

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded. (Source: DMG, page 258)(250gp)

Main Ingredient: Brightflare

Pale Tincture - Ingested

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally. (Source: DMG, page 258)(250gp)

Main Ingredient: Veinrot

Potion of Poison

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0. (Source: DMG, page 188)

Main Ingredient: Goblinberry Bush

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Rare

Burnt Othur Fumes - Inhaled

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends. (Source: DMG, page 258)(500gp)

Main Ingredient: Black Ivy

Oil of Taggit - Contact

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage. (Source: DMG, page 258)(400gp)

Main Ingredient: Neverbloom

Poison of Torpor - Ingested

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated. (Source: DMG, page 258)(600gp)

Main Ingredient: Lowland Bloom

Very Rare

Midnight Tears Poison - Ingested

A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one. (Source: DMG, page 258)(1500gp)

Main Ingredient: Moonhallow

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Crafting: Alchemy, Herbalism, & Poisons by Lyydia

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